

WHAT IS CLAIMED IS:

1. A game machine for providing each of a first player and a second player with a game allowing a player to enjoy operation of the game using a controller according to game music, comprising:

timing acquisition means for acquiring game operation timing at which each of the first player and the second player operates the game;

timing guidance means for presenting game operation timing at a predetermined guidance level to each of the first player and the second player;

game operation evaluation means for verifying the game operation timing acquired by the timing acquisition means with the game operation timing presented by the timing guidance means to evaluate game operation by each of the first player and the second player; and

guidance level changing means for changing the predetermined guidance level with respect to at least one of the first player and the second player, based on a result of evaluation made by the game operation evaluation means.

2. A game machine according to claim 1, wherein

the timing guidance means shows each of the first player and the second player a first operation timing instruction image and a plurality of second operation timing instruction images gradually approaching the first operation timing instruction image displayed on a display screen, to thereby show a state in which game operation

timing is arriving, and

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the guidance level changing means changes a speed at which the plurality of operation timing instruction images approach the first operation timing instruction image to thereby change the predetermined guidance level.

3. A game process method for providing each of a first player and a second player with a game allowing a player to enjoy operation of the game using a controller according to game music, comprising:

10 a timing acquisition step of acquiring game operation timing at which each of the first player and the second player operates the game;

15 a timing guidance step of presenting game operation timing at a predetermined guidance level to each of the first player and the second player;

20 a game operation evaluation step of verifying the game operation timing acquired by the timing acquisition means with the game operation timing presented by the timing guidance means to evaluate game operation by each of the first player and the second player; and

25 a guidance level changing step of changing the predetermined guidance level with respect to at least one of the first player and the second player, based on a result of evaluation on the game operation evaluation step.

4. An information storage medium storing a program for providing each of a first player and a second player with a game allowing

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a player to enjoy operation of the game using a controller according to game music, the program causing a computer to execute:

a timing acquisition step of acquiring game operation timing at which each of the first player and the second player operates  
5 the game;

a timing guidance step of presenting game operation timing at a predetermined guidance level to each of the first player and the second player;

10 a game operation evaluation step of verifying the game operation timing acquired by the timing acquisition means with the game operation timing presented by the timing guidance means to evaluate game operation by each of the first player and the second player; and

15 a guidance level changing step of changing the predetermined guidance level with respect to at least one of the first player and the second player, based on a result of evaluation on the game operation evaluation step.

5. A game machine for providing a player with a game allowing  
20 the player to enjoy operation of the game using a controller according to game music, further comprising:

timing guidance means for displaying a first operation timing instruction image and a plurality of second operation timing instruction images gradually approaching the first operation timing  
25 instruction image displayed on a display screen, to thereby display a state in which game operation timing is arriving, and

guidance level changing means for changing a speed at which

the plurality of operation timing instruction images approach the first operation timing instruction image to thereby change a predetermined guidance level of the timing guidance means.

- 5 6. A game process method for providing a player with a game allowing the player to enjoy operation of the game using a controller according to game music, comprising:

10 a timing guidance step of displaying a first operation timing instruction image and a plurality of second operation timing instruction images gradually approaching the first operation timing instruction image displayed on a display screen, to thereby display a state in which game operation timing is arriving, and

15 a guidance level changing step of changing a speed at which the plurality of operation timing instruction images approach the first operation timing instruction image to thereby change a predetermined guidance level on the timing guidance step.

- 20 7. An information storage medium storing a program for providing a player with a game allowing the player to enjoy operation of the game using a controller according to game music, the program causing a computer to execute:

25 a timing guidance step of displaying a first operation timing instruction image and a plurality of second operation timing instruction images gradually approaching the first operation timing instruction image displayed on a display screen, to thereby display a state in which game operation timing is arriving, and

a guidance level changing step of changing a speed at which

the plurality of operation timing instruction images approach the first operation timing instruction image to thereby change a predetermined guidance level on the timing guidance step.

5 8. A program for providing each of a first player and a second player with a game allowing a player to enjoy operation of the game using a controller according to game music, the program causing a computer to execute:

10 a timing acquisition step of acquiring game operation timing at which each of the first player and the second player operates the game;

a timing guidance step of presenting game operation timing at a predetermined guidance level to each of the first player and the second player;

15 a game operation evaluation step of verifying the game operation timing acquired by the timing acquisition means with the game operation timing presented by the timing guidance means to evaluate game operation by each of the first player and the second player; and

20 a guidance level changing step of changing the predetermined guidance level with respect to at least one of the first player and the second player, based on a result of evaluation on the game operation evaluation step.

25 9. A program for providing a player with a game allowing the player to enjoy operation of the game using a controller according to game music, the program causing a computer to execute:

